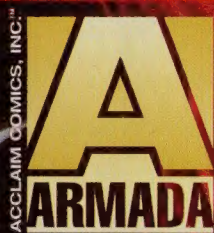


INCLUDES FREE MAGIC: THE GATHERING CREATURE TOKENS



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by
GÓMEZ
KAYANAN
RAMOS

ICE AGE

On The
World of

MAGIC

The Gathering



CV:55-95

TWO DECADES AGO SCIENTISTS SENT A MESSAGE TO SPACE...
THIS... IS THE REPLY.



S P E C I E S

BE INTRIGUED. BE SEDUCED. BE WARNED.

METRO-GOLDWYN-MAYER PICTURES PRESENTS A FRANK MANCUSO, JR. PRODUCTION A ROGER DONALDSON FILM STARRING DEN KINGSLEY MICHAEL MADSSEN ALFRED MOLINA
FOREST WHITAKER "SPECIES" MARG HELGENBERGER AND NATASHA HENSTRIDGE MUSIC BY H.R. GIGER COSTUME DESIGNER CHRISTOPHER YOUNG EDITOR RICHARD EDLUND
WRITTEN BY DENNIS FELDMAN PRODUCED BY FRANK MANCUSO, JR. AND DENNIS FELDMAN DIRECTED BY ROGER DONALDSON



Visit the SPECIES Site on the Internet at
<http://www.mgm.com/species>

READ THE DARK HORSE COMIC BOOK

JULY 7

READ THE "DANTAM" BOOK

THE NEW YORK TIMES BESTSELLING NOVEL BY ROGER DONALDSON



FOREVER SILENT THE WORLD

Amidst the ruins
of STORGARD,
now called SOLDEV

PRIEST
OF YAWGMOTH--
CENTURIES AGO,
THIS WAS A
MIGHTY CITADEL, ITS
KING...A PERSONAL
FRIEND.

FAR BELOW
THE RUBBLE,
THERE ARE
HUNDREDS
OF DUSTY, OLD,
ARTIFACTSSS.
I'VE SUMMONED
YOU TO FIND
THEM...

...AND
CONSECRATE
THEM TO
PHYREXIA.

YOUR WISH
IS MY WILL,
TEVESH SZAT--
THOUGH IT WILL
TAKE **PAYS** TO
DO AS YOU
COMMAND.

PRAY TELL-- WHY
DO YOU **DESIRE**
SUCH TREMENDOUS
DESTRUCTION?

I'VE DEVELOPED
A WAY TO **HARNESS**
THE POWER RELEASED
BY YOUR **ARCANE**
RITUALS...

THEN, I WILL
UNLEASH A
COLDNESS
THAT WILL KILL
ALL LIVING
THINGS ON
THIS WORLD.

...WITH THAT
POWER, I CAN
GLUT THE GLACIERS
--THE VERY **TUNDRA**
OF THE ADARKAR
WASTES-- WITH
BLACK
SSSORCERY.

AT LAST...
THERE WILL
BE...
SSSILENCE.

FOREVER.

Writer- Jeff Gómez
Penciller- Rafael Kayanan
Inker- Rodney Ramos
Painted Color- Eric Hope
Story Assist- Jeofrey Viza
Letterer- Adam Niedzwiecki
Editor-in-Chief- Bob Layton

Cover Painting by Charles Vess

Special thanks to John Tynes
and his short story,
"FEAST of KJELD."

The Palace of Prince Darian of Kjeldor, in the land called Terisiare.

It has been three weeks since the **TREATY** of the **SHARD** was broken...



DARIAN KJELD, I'VE A TWO-PRONGED **MISSION** VITAL TO OUR **SURVIVAL** AS A PEOPLE.

I WANT **LEAVE** TO CALL UPON THE **FINEST KNIGHT** IN YOUR ORDER: SIR ZARAYA...

...AND YOUR **WORST**: SIR JAEUHL.

GODDESS FREYALISE!

OF COURSE YOU HAVE MY **LEAVE**... ZARAYA IS THE **PERFECT CHOICE** FOR SUCH A **MISSION**...





...Three weeks since
a soul-burned ANGEL
fell from the NULL MOON--

--and vowed, in
defiance, to end the
ICE AGE on the world
of Dominaria, once
and for all.

...SHE HAS
FRIENDS AND
ALLIES ACROSS
TERISIARE, BUT
JAEUHL--?

HOW COULD
THE FATE OF THE
WORLD REST UPON
THE SHOULDERS OF
A...A
CARTHALION?

TEVESH SZAT,
THE DOOM OF FOOLS,
IS ON THE MOVE.

YOU MUST
PLACE THE
KINGDOM ON
ALERT.

PREPARE FOR
WAR...OR
CATAclysm.



The following morn,
Sir Zaraya and Sir
Xian embarks upon
their day's mission
through Kjeldor's
bustling streets.

TAKE CARE,
BEGGAR!

OUT OF
OUR WAY--
WE NEARLY
RAN YOU
DOWN!

...NOBLE
ZARAYA OF
KJELDOR...THE
STAR YOU WEAR
AROUND YOUR
NECK...

WHAT A **HULK!**
SHE MUST BE CARRYING
HALF THE **TOWN** ON
HER **SORRY** BACK!

...PLEASE...
GIVE IT
TO ME.

HA!
WHAT
GALL!

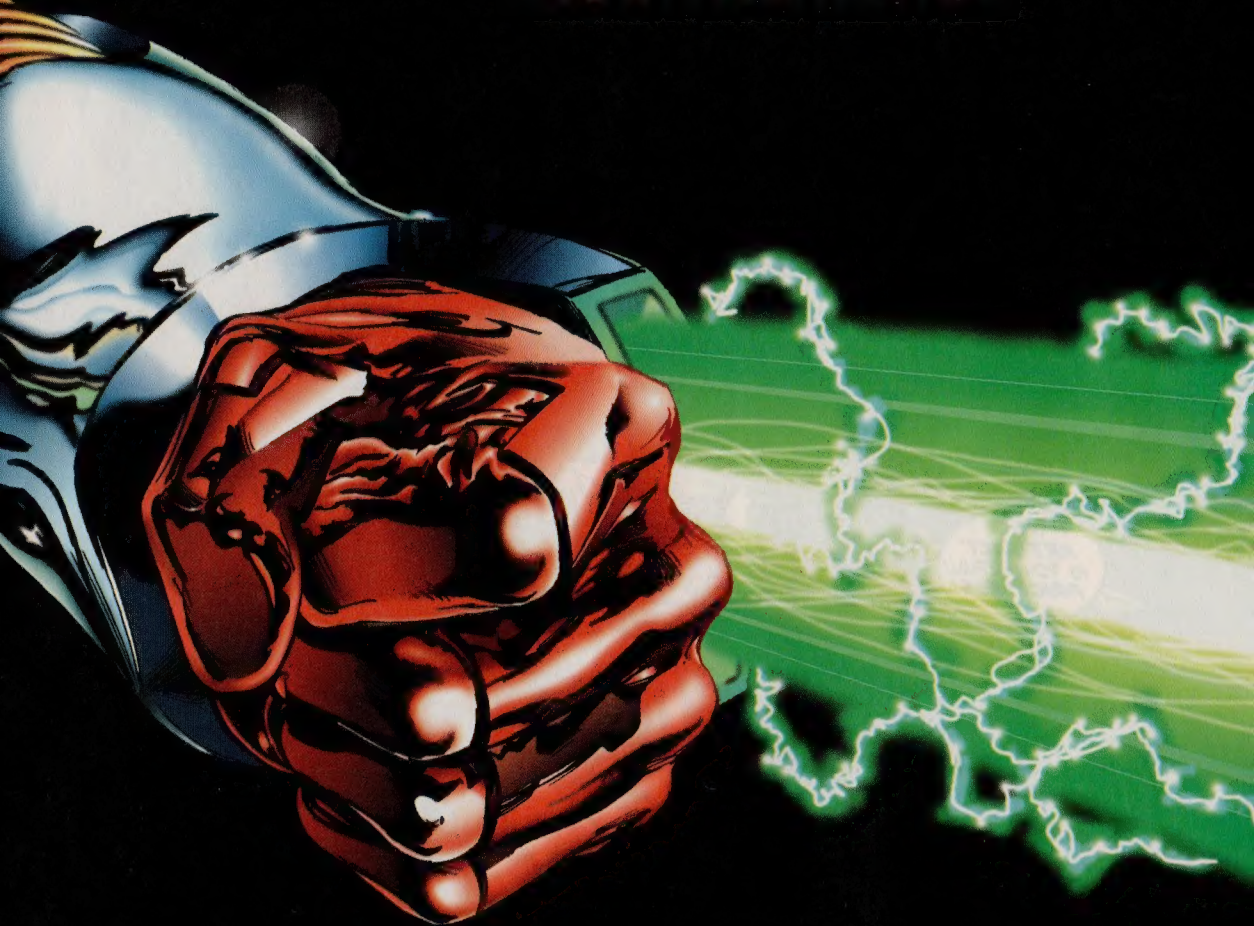
THE **NOVA PENTACLE**
I WEAR IS NO **TRINKET**.
WOMAN-- IT WAS A **GIFT**
FROM A **BALDUVIAN** WHOSE
MEMORY IS PRECIOUS TO ME.

I WILL
NOT GIVE
IT AWAY.

YOU ONCE MADE AN
OFFERING, ZARAYA
...IN **ATONEMENT**
FOR THE **MISHAPS**...
THE **WARS** THAT
BROUGHT THE **COLD**...

HAS IT
BEEN SO
LONG THAT
YOU'VE...
FORGOTTEN,
MY DEAR?

A BLAST FROM THE PAST.



X-O MANOWAR. IN JULY.



**51 & 52: EYE FOR AN EYE. X-O RETURNS WITH A VENGEANCE.
BY BART SEARS, ANDY SMITH & RON MARZ.**



LISTEN
TO ME.

I'VE **WORKED**
TO EARN MY PLACE
IN THE COMING
BATTLE.

LEAVE ME
THE **REFLECTING**
STAR-- TAKE MY
SWORD, MY SOUL
INSTEAD.



THERE WILL BE
NO BATTLE FOR YOU,
ZARAYA-- THAT **HONOR**
WILL GO TO **JAEUHL**
CARTHALION.

HE WILL **NEED**
THE **PENTACLE...**
GIVE IT TO ME.



ZARAYA?!
WHAT ARE YOU
DOING?

THAT
ARTIFACT
IS POWERFUL!
PRICELESS!

STOP IT,
XIAN!

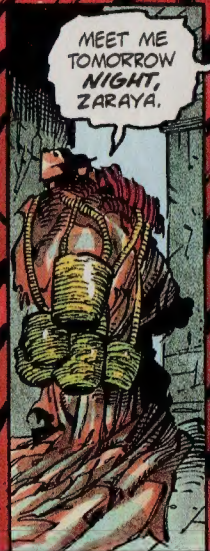
NOT
ANOTHER
INCH.

IF I AM
DESTINED TO
BE ONLY THE
MESSENGER
BETWEEN **UNLIKELY**
HEROES...



...THEN
SO BE
IT.

OF
COURSE...
SIR.



MEET ME
TOMORROW
NIGHT,
ZARAYA.



WE MUST
LOCATE A **CHILD**
IN **FYNDHORN...**

...AND YOU HAVE
FRIENDS... ALLIES
THERE... DON'T YOU?

That night, fifteen miles east of the city of Kjeld.



IT'S FREEZING!

HOW COULD SWIPING SIR KALO'S EYE PATCH--AND WEARING IT AROUND TOWN ALL DAY-- WARRANT SUCH PUNISHMENT!

I WOULD HAVE GIVEN IT **BACK...** WHEN IT GOT TOO **DARK** TO SEE THROUGH **ONE EYE,** ANYWAY.

WHA--?



D-DON'T EVEN **FLAP** A WING.



YOU ARE NOT THE **FIRST** CATHALION TO POINT AN **ARROW** AT MY HEART...



...IT WAS **TEVESH SZAT** WHO DIVIDED ME AND JASON CARTHALION, CENTURIES AGO --AS IT IS **SZAT** WHO BRINGS ME TO **YOU** NOW.

I MUST ASK YOU TO **CONFRONT** THE DEMON, JAEUHL--**SLAY** HIM, OR **BANISH** HIM FROM THIS PLANE OF EXISTENCE.

THOUGH YOU MUST DO THIS **ALONE**, I WILL **ARM** YOU WITH THE **STAFF OF AGES**, THE **NOVA PENTACLE**, AND MY **CELESTIAL SWORD**.

DON'T LOSE THEM.



Um, **GODDESS FREYALISE?** I DON'T THINK THIS IS A GOOD IDEA.

FIRST--I'M ON **PROBATION** FOR **STEALING**.

I'VE MEMORIZED ALL OF FIVE **50-50** SPELLS...

...MY HORSE IS **OLD**, BUT I WON'T GET RID OF HER...

...AND **FINALLY...** I DON'T THINK I EVEN **WORSHIP** YOU.'

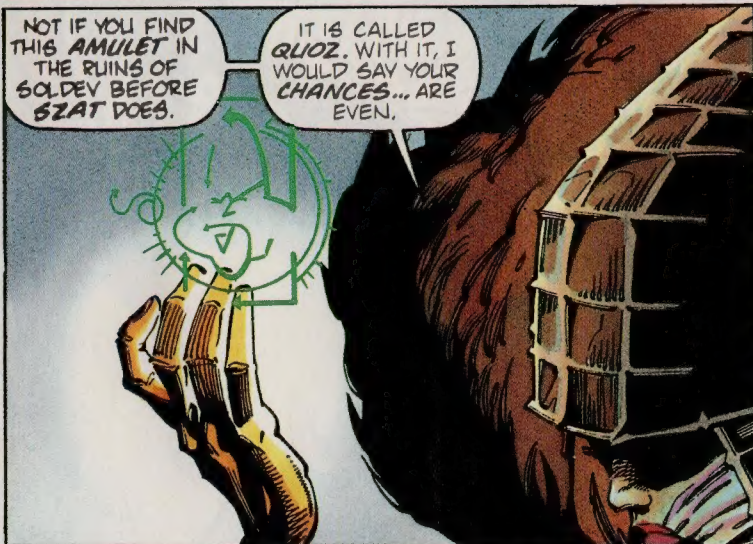
I'VE NEVER ASKED TO BE **WORSHIPED**.

ARE YOU NOT A **KNIGHT OF KJELDOR?** PERHAPS I SHOULD LEAVE.



W-WAIT! IT'S JUST THAT-- I'VE NEVER EVEN **SEEN** A DEMON BEFORE...

...IF I TAKE THIS MISSION, I'M GOING TO **DIE**.



NOT IF YOU FIND THIS **AMULET** IN THE RUINS OF **SOLDEV** BEFORE **SZAT** DOES.

IT IS CALLED **QUOZ**. WITH IT, I WOULD SAY YOUR **CHANCES...** ARE EVEN.

Five days later.

RUMORS ABOUND--THE CHILD WE SEEK LIVES HERE.

FINALLY, WE CAN REST

The Elvish settlement Kelsinko, deep within Fyndhorn.

NO REST... THERE IS STILL MUCH TO BE DONE.

LET ME SEE THE CHILD.

I AM DISA, THE RESTLESS, THIS IS MY GOODMAN, KOLBJORN.

WE'VE RECEIVED WORD OF YOUR COMING, AND THOUGH I'VE DREADED THIS DAY--

--OUR GIRL, KAYSA... HAS BEEN PREPARED.

LEY DRUID KAYSA--YOU BEAR THE CRESCENT MARK...

MY NAME IS FREYALISE.

WILL YOU HELP ME?

GODDESS OF THE GREEN--IF YOU WOULD...

...I AM LAINA, OF THIS LAND'S HIGH COUNCIL. WE HEARD THAT KJELD HAD TAKEN AN INTEREST IN THIS CHILD'S WELFARE.

YOU WOULD TAKE OF OUR LEY DRUID'S SPIRIT, AND USE IT AS A COMPONENT IN AN ELABORATE SPELL.

CAN YOU GUARANTEE KAYSA'S SAFETY?

...THIS MEANS YOU ARE DESTINED TO BECOME THIS WORLD'S NEXT ELDER DRUID.

BUT BEFORE THAT, THE WHEEL MUST FINALLY TURN.

I ASK YOUR AID IN A GRAVE TASK--THE CASTING OF MY GREATEST SPELL.

LONG HAVE WE PRAYED FOR A WAY TO END THE ENDLESS WINTER--BUT AT WHAT PRICE?

...NO.

THIS AGE OF ICE WAS BORN OUT OF A RIVALRY BETWEEN CHILDREN--THE BROTHERS **LIRZA** AND **MISHRA**...

...AND THIS WORLD'S EMPIRES FELL TO NEAR-EXTINCTION BECAUSE ITS PEOPLE ACTED LIKE SPITEFUL CHILDREN!

IT IS ONLY RIGHT THAT WE ARE SAVED BY THE SPIRIT OF A CHILD.



MY DAUGHTER IS HONORABLE... SHE WILL DO AS THE GODDESS ASKS.

WELL SPOKEN, KOLBJORN--

--BUT THE ELVES OF THE **JUNIPER ORDER** ARE IN POSSESSION OF AN ARTIFACT THAT MAY BE USED IN **KAYSA'S** STEAD.

CALLED THE **ICE CAULDRON**, IT IS CAPABLE OF **STORING**, AND THEN MAKING AVAILABLE, VAST PORTIONS OF YOUR MAGICAL POWER.

WHAT SAY YOU, CHILD--THERE IS NO DISHONOR ON SAYING NO, AND PRESERVING YOUR ORDER...NOT WHEN THERE ARE ALTERNATIVES.



FREYALISE HAS FOUND A WAY FOR THE **WHEEL** TO TURN MORE QUICKLY. I SAY THERE IS NO CHOICE.

BUT PLEASE, LADY LAINA-- WONT YOU BRING US THIS CAULDRON OF YOURS, ANYWAY?

THAT WAY, IF-- IF I DIE--AT LEAST WE'LL HAVE ONE MORE CHANCE.



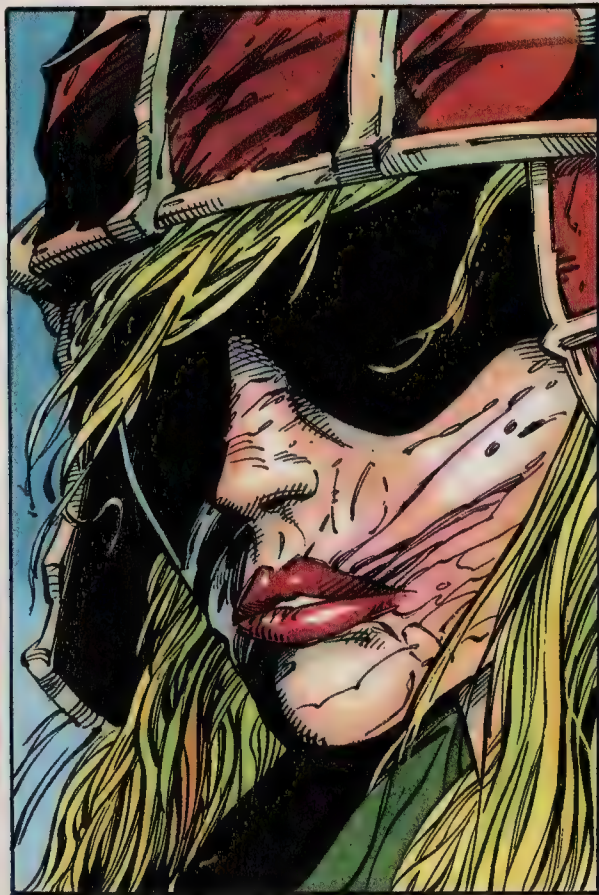
I'VE FACED **LIM-DUL'S** MINIONS AND **LESHRAC'S** UNDEAD-- I'VE FOUGHT **GIANTS** IN THE WASTES OF **ADARKAR**...

...NEVER HAVE I ENDANGERED A CHILD'S LIFE TO ACHIEVE MY GOALS.

TODAY, FREYALISE-- I SEE YOU WITH DIFFERENT EYES.



HEAR, HEAR! **ZARAYA!** TO QUESTION AN EARTH-BOUND GOD MAY WELL BE OUR WORLD'S FIRST STEP TOWARD RECOVERY!



The Soldev Ruins,
two days later.

"FIND THE LABYRINTH OF
RAYNOR, FAR BELOW THE
RUBBLE-- RETRIEVE THE
AMULET OF QUOZ, AND YOU'LL
HAVE A FIGHTING CHANCE."

THAT ORNAMENT
LOOKSSS FAMILIAR,
BOY-- WHAT IS IT?

I'M NOT A BOY--
I'M A MAN! AND
THIS STAFF OF
AGES IS YOUR
DOOM!

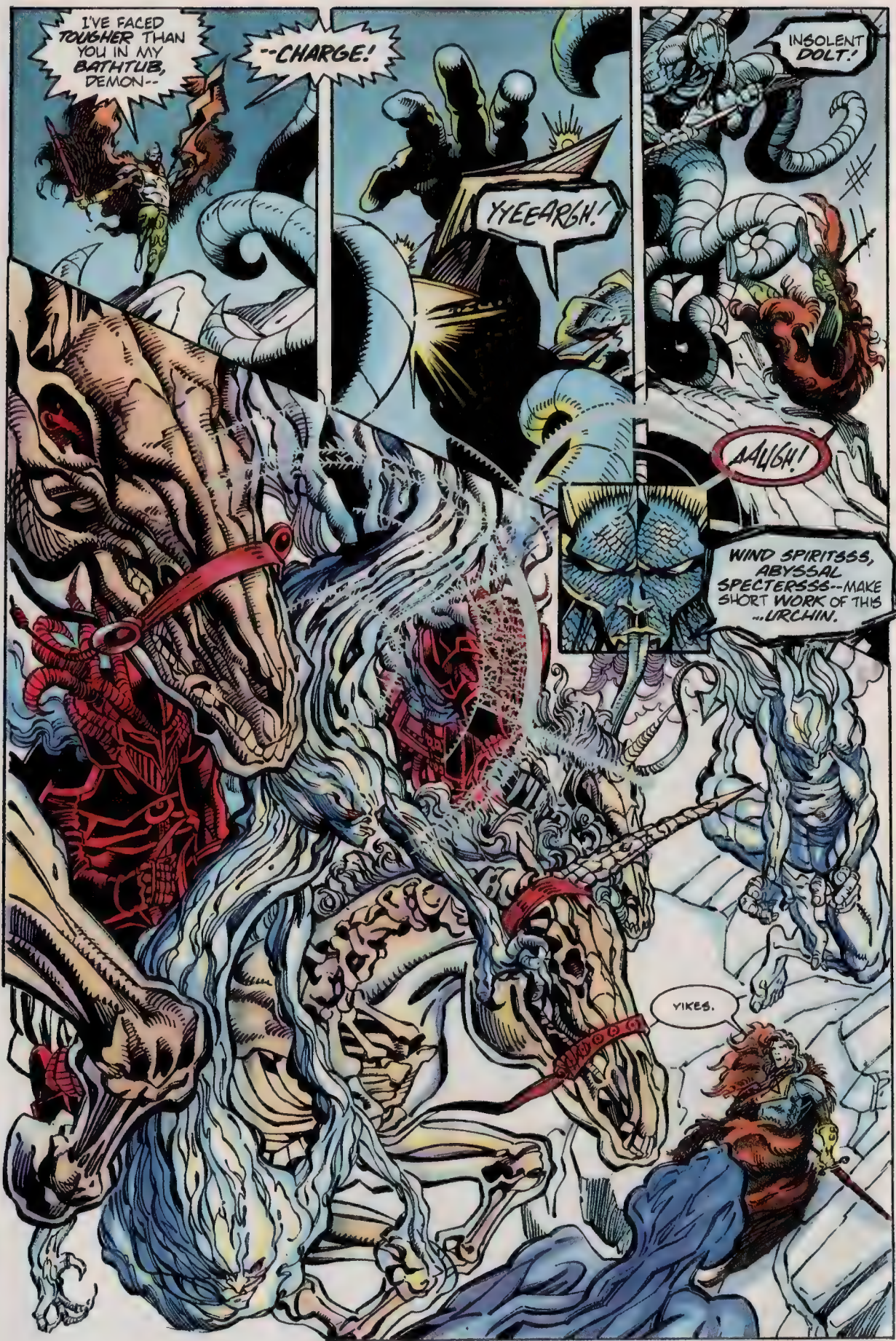
NOW I REMEMBER-- I
GAVE THAT RELIC TO
KING MIKO IN RETURN
FOR HIS ALLEGIANCE...

...AND HE GAVE
IT TO THAT
ILLITERATE
MAGELING...
Ahhhhh!

IT ALL BECOMES
CLEAR-- FREYALISE
PREYSSS ON MY
SENSE OF IRONY.

SHE SSSENDS
ME A...
CARTHALION.

The last words Freyalise
whispered echo in Jaeuhl's
ears... as he casts the first
of his five magical spells.



I'VE FACED
TOUGHER THAN
YOU IN MY
BATHTUB,
DEMON--

--CHARGE!


YEEARGH!

INSOLENT
DOLT!

AAUGH!

WIND SPIRITSSS,
ABYSSAL
SPECTERSSS--MAKE
SHORT WORK OF THIS
--URCHIN.


VIKES.



The protection spell
Jaeuhl cast before the
battle holds the swamp
specters at bay...

...But, to his surprise,
Szal draws mana from
the islands, as well.


Though one Spirit is
slain under his blade,
the others draw
Carthalion Blood.



WELL DONE.
FINISH HIM.



NOT
SO
FAST.



The Kjeldoran
Knight's second
spell clears the
skies of enemies.

SSSTORM...
THE MAGIC OF
THE PLAINSSS...

Tch...
tch...
tch.



SUCH BROAD
STROKESSS...

...YOU
CARTHALIONS
HAVEN'T COME
VERY FAR OVER
THE PAST FIVE
CENTURIESSS
--WHERE
SSSORCERY'S
CONCERNED.

IT'S A
WONDER
YOU'VE
MANAGED TO...
PROPAGATE.

APPOINTMENT
ELSEWHERE?



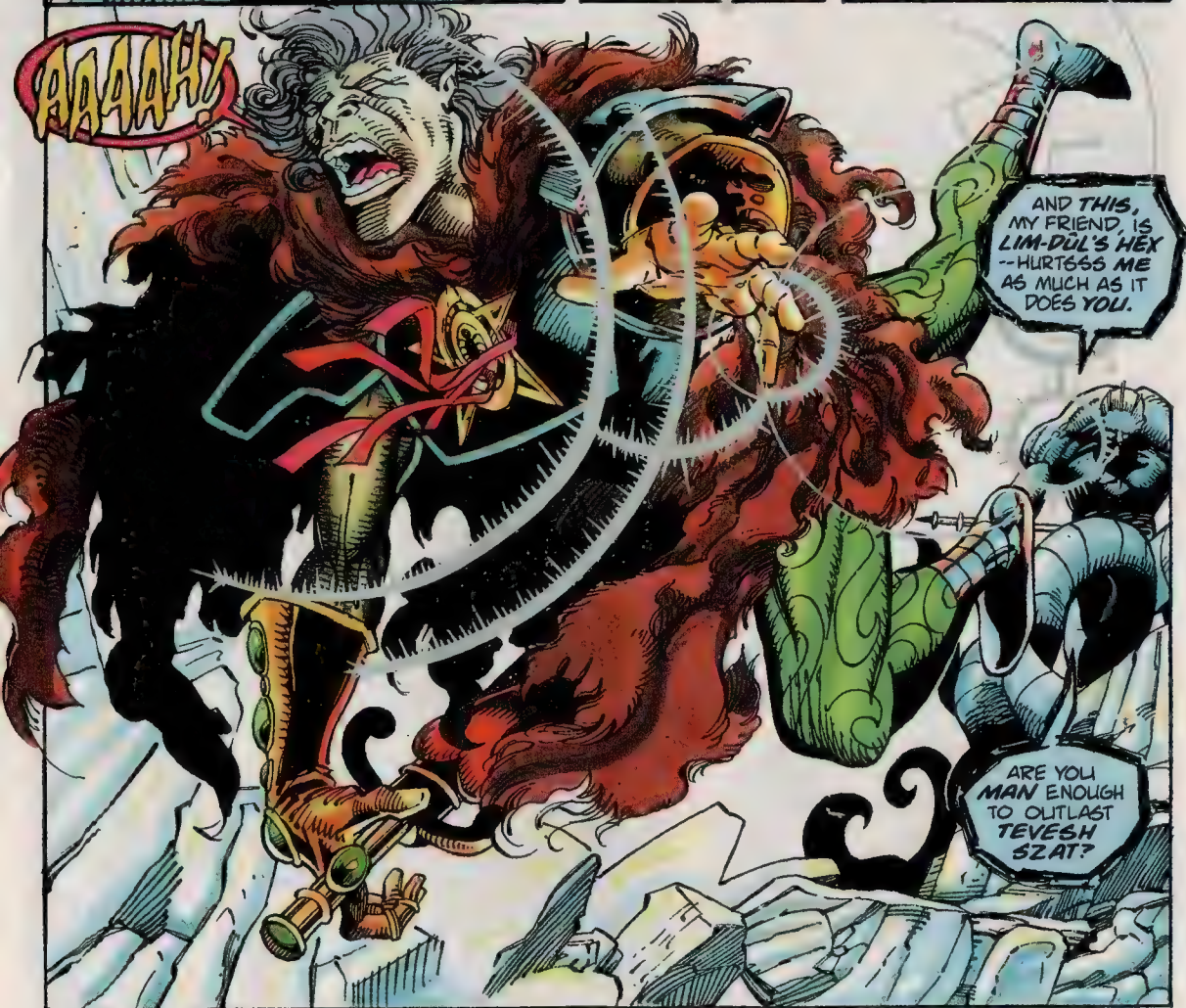
UH...YOU
MIGHT
SAY THAT!

THE NAME'S JAEUHL,
BY THE WAY... IT'S KIND OF
IMPERSONAL, YOUR RE-
FERRING TO MY DEAD
ANCESTORS ALL THE
TIME.



JAY-OOOOL!

YOU FAVOR THE MANA
OF THE PLAINSSS. THIS
GLOOM SHOULD MAKE IT
HARDER FOR YOU TO CAST.



AAAAAH!

AND THIS,
MY FRIEND, IS
LIM-DUL'S HEX
--HURTSS ME
AS MUCH AS IT
DOES YOU.

ARE YOU
MAN ENOUGH
TO OUTLAST
TEVESH
SZAT?



SSSWEET
CRIES, JAEUHL--
BUT I'M NOT
DONE.

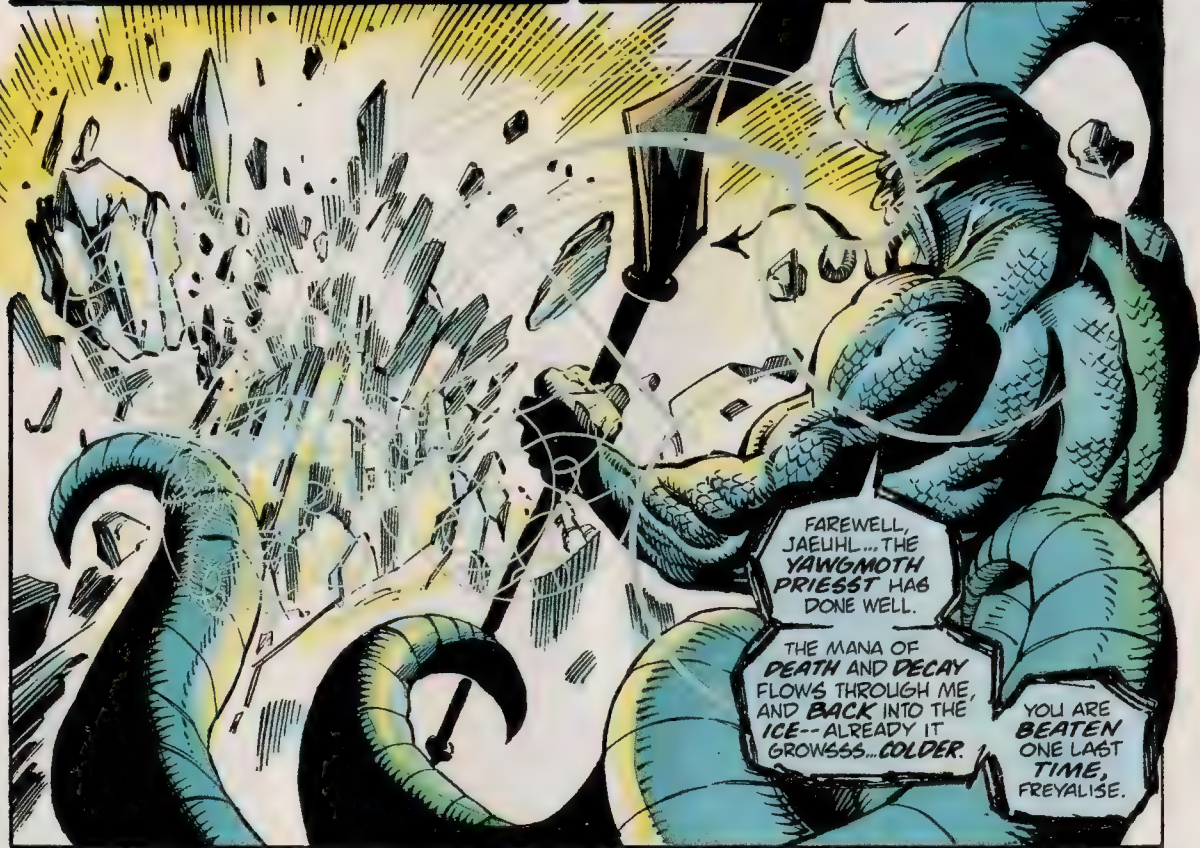
I WOULD HAVE
YOU JOIN YOUR PROUD
FOREFATHERSSS--
AS WORM FOOD.

UUUUUCH!



THIS... ISN'T
GOING... THE WAY
I'D HOPED!

WAIT--
WHAT'S THAT
RUMBLING?



FAREWELL,
JAEUHL... THE
YAWGMOTH
PRIEST HAS
DONE WELL.

THE MANA OF
DEATH AND DECAY
FLOWS THROUGH ME,
AND BACK INTO THE
ICE-- ALREADY IT
GROWSSS... COLDER.

YOU ARE
BEATEN
ONE LAST
TIME,
FREYALISE.

WE WANT YOUR OPINION

1. How many comic books do you buy?

Specify Number Below:

Per week _____ Per month _____

2. How Many Valiant comic books do you buy each month?

3. From which companies listed below do you buy at least two titles a month?

- | | |
|-------------------------------------|--|
| <input type="checkbox"/> Marvel | <input type="checkbox"/> Malibu |
| <input type="checkbox"/> JDC | <input type="checkbox"/> Topps |
| <input type="checkbox"/> DC Vertigo | <input type="checkbox"/> Image |
| <input type="checkbox"/> Harris | <input type="checkbox"/> Valiant |
| <input type="checkbox"/> Dark Horse | <input type="checkbox"/> Others: _____ |

4. What other non-Valiant comics do you read regularly each month?

(Name your three favorites in order of preference)

1. _____
2. _____
3. _____

5. What is your favorite character in the Valiant Universe?

6. Who is your favorite Valiant character that does not have his own title?

7. How many years have you been reading and collecting comics?

- ☐ 1-2 years ☐ 3-5 years ☐ 6 or more years

8. How often do visit comic book stores?

- ☐ Once a week or more ☐ Twice a month
☐ Once a month ☐ 3 times or less per year

9. Do you own or plan to own or to buy any of the following video game systems?

Own:

Plan To Buy:

- | | |
|---|--|
| <input type="checkbox"/> NES | <input type="checkbox"/> Sega CD |
| <input type="checkbox"/> Super NES | <input type="checkbox"/> Atari Jaguar |
| <input type="checkbox"/> Game Boy | <input type="checkbox"/> Sega 32X |
| <input type="checkbox"/> Genesis | <input type="checkbox"/> 3DO |
| <input type="checkbox"/> Sega CD | <input type="checkbox"/> Philips CDi |
| <input type="checkbox"/> Game Gear | <input type="checkbox"/> JVC X-EYE |
| <input type="checkbox"/> Sega 32x | <input type="checkbox"/> Game Gear |
| <input type="checkbox"/> Atari Jaguar | <input type="checkbox"/> Genesis |
| <input type="checkbox"/> 3DO | <input type="checkbox"/> Atari Lynx |
| <input type="checkbox"/> Philips CDi | <input type="checkbox"/> Super NES |
| <input type="checkbox"/> JVC X-EYE | <input type="checkbox"/> Game Boy |
| <input type="checkbox"/> Atari Lynx | <input type="checkbox"/> Amiga CD 32 |
| <input type="checkbox"/> Sony Playstation | <input type="checkbox"/> Sega Saturn |
| | <input type="checkbox"/> Nintendo Ultra 64 |

10. How many video games do you buy?

- ☐ none ☐ 1-3 per year ☐ 4-11 per year

11. What if any type of video games do you play?

- | | |
|---|---------------------------------------|
| <input type="checkbox"/> Action/Adventure | <input type="checkbox"/> Role playing |
| <input type="checkbox"/> Sports | <input type="checkbox"/> Movie based |
| <input type="checkbox"/> Fighting | <input type="checkbox"/> Arcade based |
| <input type="checkbox"/> Shooting | <input type="checkbox"/> Comic based |
| <input type="checkbox"/> Driving | <input type="checkbox"/> Other: _____ |

12. How often do you visit video game arcades?

- ☐ 1 time or less per month ☐ 2 times per month
☐ 1-2 times a week ☐ 3-5 times per week

13. How often do you rent video games?

- ☐ 1 time or less per month ☐ 2 times per month
☐ 1-2 times a week ☐ 3-5 times per week

14. How many computer games do you buy per month?

- ☐ none ☐ 1-3 per year ☐ 3-5 times per week

15. What, if any type of PC games do you play?

- | | |
|---|---------------------------------------|
| <input type="checkbox"/> Action/Adventure | <input type="checkbox"/> Role playing |
| <input type="checkbox"/> Sports | <input type="checkbox"/> Movie based |
| <input type="checkbox"/> Fighting | <input type="checkbox"/> Arcade based |
| <input type="checkbox"/> Shooting | <input type="checkbox"/> Comic based |
| <input type="checkbox"/> Driving | <input type="checkbox"/> Other: _____ |

16. Do you own or plan to buy any of the following computer items?

Own:

Plan to buy:

- | | |
|--------------------------------------|--------------------------------------|
| <input type="checkbox"/> Modem | <input type="checkbox"/> Modem |
| <input type="checkbox"/> CD-ROM | <input type="checkbox"/> CD-ROM |
| <input type="checkbox"/> PC Joystick | <input type="checkbox"/> PC Joystick |
| <input type="checkbox"/> Soundcard | <input type="checkbox"/> Soundcard |

17. Do you buy trading cards?

- ☐ Yes ☐ No

18. If yes, what types of cards do you usually buy?

- ☐ Non-Sports ☐ Sports

19. If yes, how many packs do you buy?

- ☐ 1-2 packs per month or less
☐ 1-4 packs per week
☐ 5 or more packs per week

20. Which type of music do you listen to?

- | | |
|--------------------------------------|--|
| <input type="checkbox"/> Heavy Metal | <input type="checkbox"/> Rap |
| <input type="checkbox"/> Alternative | <input type="checkbox"/> Dance |
| <input type="checkbox"/> Rock | <input type="checkbox"/> Jazz <input type="checkbox"/> Other _____ |

21. How Many CD's ,Records, or Tapes do you buy?

- ☐ 10 or more per month
☐ 5-9 per month
☐ 1-4 per month or less

22. Which of the following cable services do you get in your household?

- ☐ Heavy Metal ☐ TNT
☐ ESPN ☐ Fox
☐ ESPN2 ☐ Cartoon Network
☐ TBS ☐ Pay Per View
☐ MTV ☐ Sci Fi Channel
☐ Nickelodeon ☐ The Box
☐ HBO ☐ BET
☐ Other: (Please Specify) _____

23. How many pairs of sneakers have you bought in the past year?

- ☐ 1-2 pairs ☐ 3 or more

24. Have you bought something through mail order/catalog in the past year?

- ☐ Yes ☐ No

25. If yes which of the following have you sent for?

- ☐ Records/Tapes/CDs ☐ T-Shirts/Shorts
☐ Comics ☐ Trading Cards
☐ Video Games ☐ Music Videos
☐ Clothing ☐ Computer Software
☐ Computer Hardware
☐ Other: (Please Specify) _____

26. What are your favorite sports?

- ☐ Basketball ☐ Soccer
☐ Football ☐ Skateboarding
☐ Baseball ☐ Roller Blading
☐ Hockey ☐ Snow Boarding
☐ Martial Arts ☐ Surfing
☐ Biking ☐ Skiing
☐ Other: (Please Specify) _____

27. How often do you go to the movies?

- ☐ Twice a week ☐ Once a week
☐ Twice a month ☐ Once a month
☐ Once a year ☐ Never

28. How often do you rent movies?

- ☐ Twice a week ☐ Once a week
☐ Twice a month ☐ Once a month
☐ Once a year ☐ Never

29. What types of movies do you watch?

- ☐ Sci-Fi ☐ Comedy
☐ Horror ☐ Drama
☐ Action/Adventure

30. How many people read each issue of your Valiant comics?

31. What are your three favorite television shows?

1. _____
2. _____
3. _____

32. Which of the following products do you use?

- ☐ Skin Preparation ☐ Deoderant
☐ Shampoo ☐ After-Shave/Cologne
☐ Gel or mousse

33. What is your favorite candy?

PLEASE COMPLETE THIS SURVEY (IT'S OK TO PHOTOCOPY IT) AND MAIL IT TO US NO LATER THAN JULY 31, 1995.. AND YOU'LL AUTOMATICALLY BE ENTERED IN A DRAWING TO WIN A FREE PRIZE FOR JUST TELLING US ABOUT YOURSELF, OUR VALUED ACCLAIM COMICS READER. GRAND PRIZE...5 WINNERS WILL BE RANDOMLY SELECTED TO WIN ACCLAIM'S HOT NEW VIDEO GAME NBA-JAM TOURNAMENT EDITION.

RUNNERS-UP...200 SURVEY ENTREES WILL RECEIVE A LIMITED EDITION, GOLD LOGO VALIANT COMIC BOOK.

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C/O ACCLAIM COMICS, INC.
275 SEVENTH AVENUE
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NAME _____
HOME ADDRESS _____
CITY _____ STATE _____ ZIP _____
PHONE NUMBER() _____
DATE OF BIRTH / /

No purchase necessary. Drawing is open to anyone except employees of Acclaim Comics, Inc and their immediate families. One entry per person. Survey and entry form may be photo copied. Void where prohibited or restricted by law. All Federal, State and local laws apply. Entries become sole property of Acclaim Comics, Inc and cannot be returned. No cash equivalent or substitute prize is offered. The prize will be awarded in the name of the winner and is not transferable. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purpose and rules hereof. Taxes, if any, are the sole responsibility of the prize winners. All entries must be received at contest headquarters no later than July 31, 1995. Winners will be selected in a random drawing conducted by Acclaim Comics, Inc on or about September 31st. Acclaim Comics, Inc is not responsible for lost, late, misdirected or mutilated entries. To receive a list of prize winners, available after November 31st, send a stamped, self-addressed envelope to We Want Your Opinion C/O Acclaim Comics, Inc 275 Seventh Avenue New York, NY 10001

*In Fyndhorn, at
that very moment.*

THE GROUND
SHAKES, AND
THE SKIES
THREATEN...

...THAT THIEVING
BRAT JAEUHL
MUST HAVE
FAILED
AGAINST
TEVESH SZAT!

WE'RE ALL HERE--
LET'S GET ON WITH THE
SACRIFICE BEFORE
IT'S TOO LATE!

*From throughout Terisiare
they come--Elves and Druids,
Barbarians and Nomads, Sha-
mans and Marked Ones, even
half-blind Kailo and the
Knights of Kjeldor.*

*Some arrive by sorcery,
others upon their swiftest
steeds--all to offer of their
their personal mana, to the
efforts of Goddess Preyalise.*

THE GREEN!
LOOK HOW IT
GROWS 'NEATH THE
WINGS OF THE
GODDESS!

BRING
THE ICE
CAULDRON
TO THE
CLEARING
BEYOND.
SET THE
CHILD
TO REST.

DO
AS SHE
SAYS.

WE ARE CHILLED
AND WEARY,
GODDESS... IF
TEVESH SZAT DOES
NOT DESTROY
US TODAY--

--YOUR
FAILURE WILL
DESTROY OUR
FAITH IN YOU...
AND IN
OURSELVES.

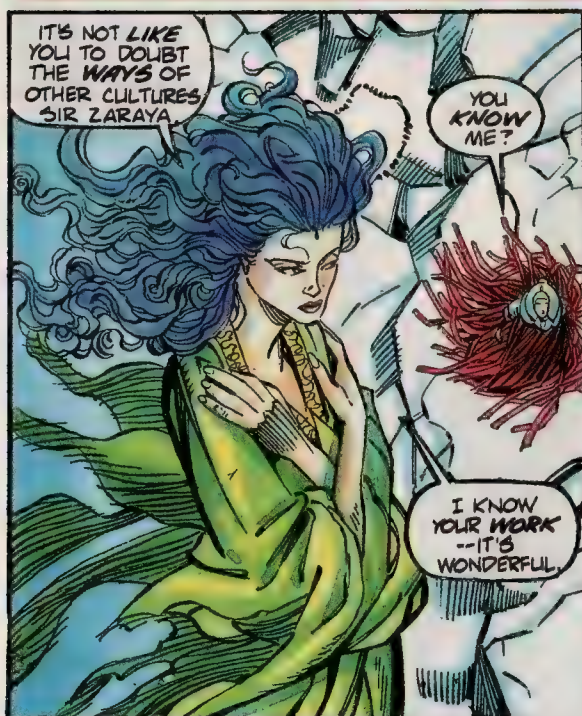


SUCH INCREDIBLE
POWER--MORE THAN
I COULD HAVE
IMAGINED. AND YET...

...I CANNOT
PARTICIPATE IN
THESE DRUIDS' BAR-
BARIC RITUALS...
I WILL NOT PUT
THAT CHILD TO DEATH.

A
SECOND
GODDESS
APPEARS!

KRISTINA OF
THE WOODS COMES
TO HELP US. THIS IS
GOOD.



IT'S NOT LIKE
YOU TO DOUBT
THE WAYS OF
OTHER CULTURES
SIR ZARAYA.

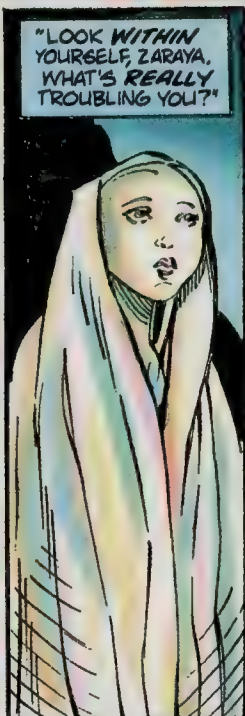
YOU
KNOW
ME?

I KNOW
YOUR WORK
--IT'S
WONDERFUL.

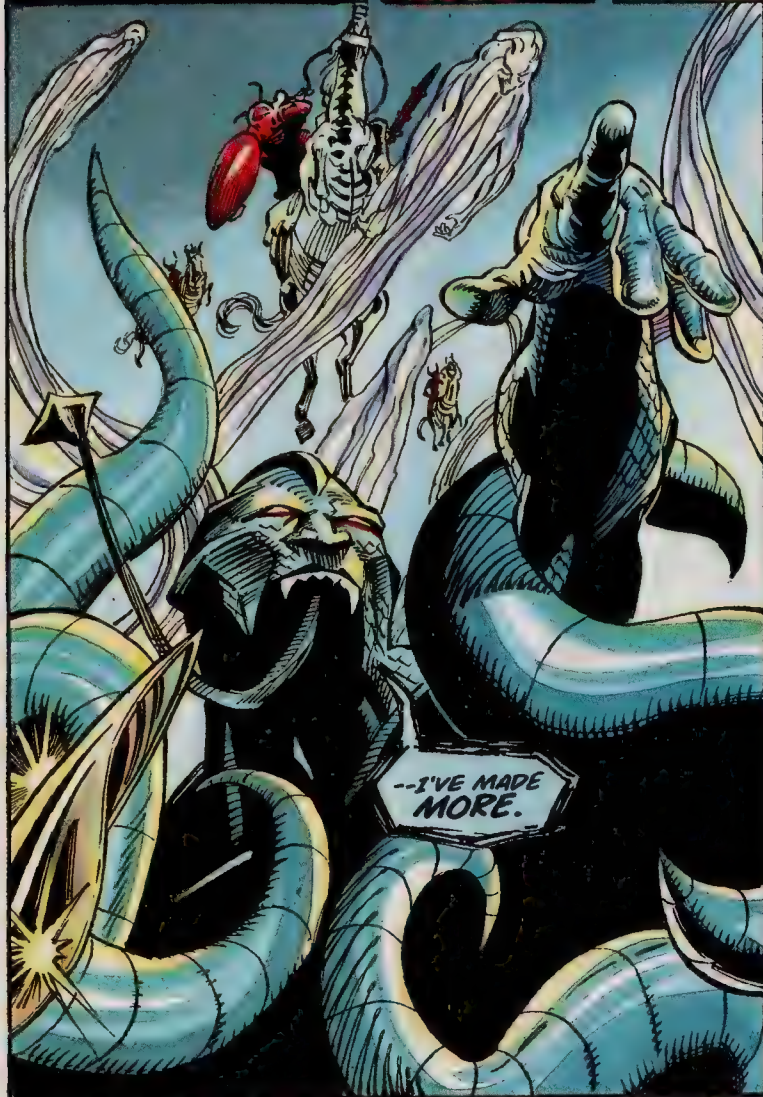


NOW IS THE TIME
FOR US TO LAYER
OUR DISCIPLINES...
JOIN OUR SPIRITS...

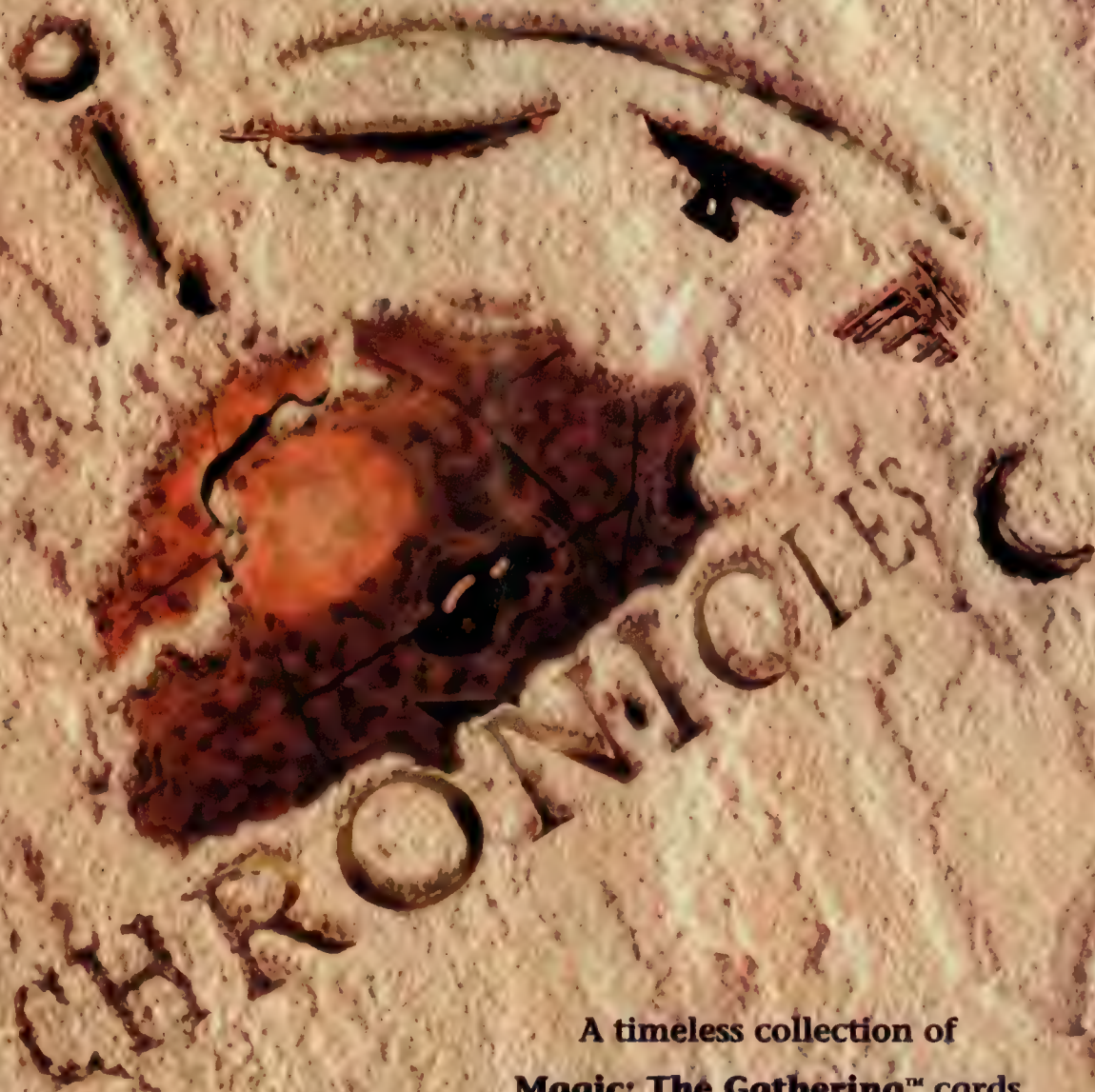
...ACCEPT
ONE
ANOTHER'S
BELIEFS.



"LOOK WITHIN
YOURSELF, ZARAYA.
WHAT'S REALLY
TROUBLING YOU?"



REDISCOVERED TREASURES




A timeless collection of
Magic: The Gathering™ cards
summoned from previously
released limited expansion sets.
Available summer 1995.



12-CARD BOOSTER PACK \$2.00 • UNLIMITED EDITION

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HERE GOES MY
FOURTH SPELL.
MY FIFTH ONE IS
WHIPPOORWILL, FOR
ALL THE GOOD
THAT'LL DO!

I'M **BEAT--**
AND I THINK SOME
OF THOSE **MOLE**
WORMS GOT INTO
MY LEGGINGS!

BETTER **HURRY**,
BEFORE **CRAZY-**
LEGS SHAKES ALL
OF **TERISIARE**
TO PIECES!



HWAHH!



FFZZHOOM

KRAK-ZZHOOM

YOU'RE CHANNELING
ENORMOUS AMOUNTS
OF MANA, FREYALISSE
-- I CAN FEEL IT.

AN
INTERESTING
CONCOCTION--
BUT TWO CAN
PLAY AT THAT
GAME...

...AND I
HAVE THE HEAD
SSSTART.

LISTEN
TO THE ICE,
FREYALISSE...
IT **SINGS**
DOMINARIA'S
DEATH
SONG.

Fyndhorn.

I
CAN'T
HEAR
YOU--

--SING
LOUDER.

AAAAAA AAAAA AAAAAAAAH!

YEARS AGO, ZARAYA,
YOU SACRIFICED YOUR
SON, SO THE REST OF
OUR ORDER MIGHT LIVE.

HOW
DIFFERENT IS
THE SITUATION
NOW?

YOU DID WHAT
YOU BELIEVED WAS
RIGHT, WOMAN--
DO IT ONCE
MORE.

GO! BE A
KNIGHT OF
KJELDOR!

KAYSA IS
STILLED...
BEGIN THE
FINAL
CEREMONY.

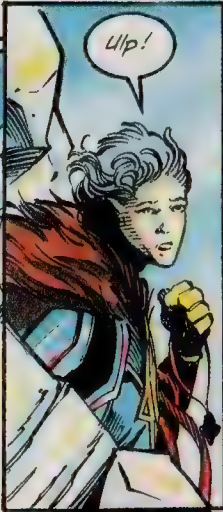
AAAAA AAAAA AAAAAAAAH!

KAILO...
THANK
YOU.

THOOM!
THOOM!
THOOM!

THOOM!
THOOM!





WELL DONE, TRICKSSSTER... BUT I'M AFRAID IT WAS ALL FOR NAUGHT.

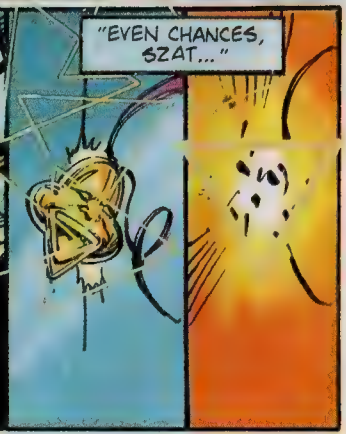
I TRUST YOU RECOGNIZE LIM-DÜL-- AND HIS FRIENDSSS.

THEY'VE COME TO CELEBRATE MY TRIUMPH.

AND YOU... YOU ARE 555000 DEAD.

IF THAT'S THE CASE--

YOU SEE, JAEHL, THE YANGMOTH WAS SUCCESSFUL-- I'VE MORE THAN ENOUGH POWER TO PUT THIS WORLD OUT OF ITS MISERY.



"HEADS...
YOU LOSE."

HHWAAARRN!

Though KAYSIA's breath grows
shallow, the **ICE CALUDRON**
explodes with the power
born of her essence And
with every aching fiber
of her soul...

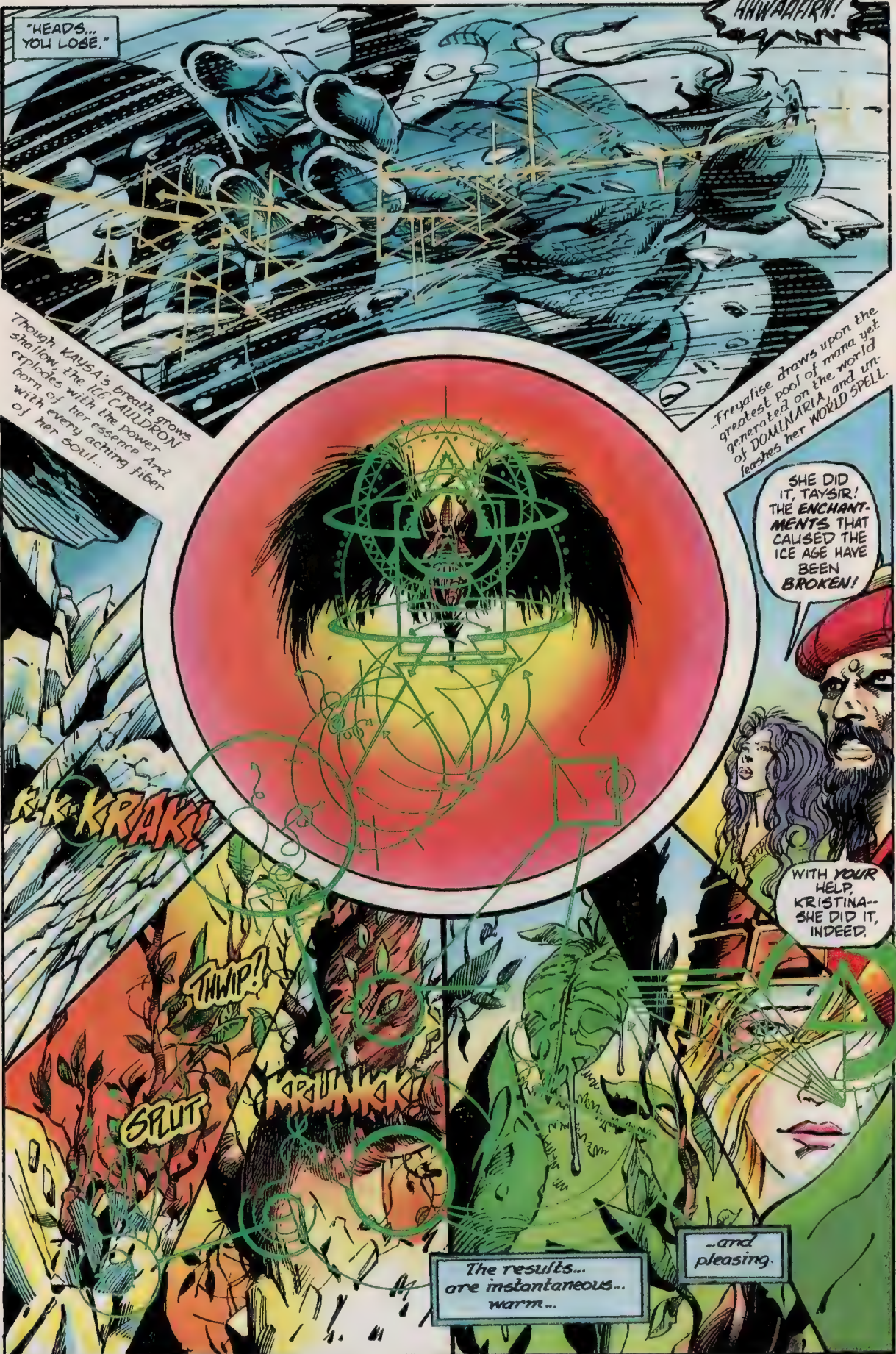
Freyalise draws upon the
greatest pool of mana yet
generated on the world
of **DOMINARIA** and un-
leashes her **WORLD SPELL**.

SHE DID
IT, TAYSIR!
THE **ENCHANT-
MENTS** THAT
CAUSED THE
ICE AGE HAVE
BEEN
BROKEN!

WITH YOUR
HELP,
KRISTINA--
SHE DID IT,
INDEED.

...and
pleasing.

The results...
are instantaneous...
warm...



High above
Soldav.

LESHRAC--
TAKE ME
NOW!

I'LL SEE YOUR
HEIRSSS ARE
PLAGUED
FOREVER,
JAEUHL--
--SO DECLARES
THE DOOM OF
FOOLSSS!

ADD
YOUR NAME
TO THE
LIST.

QUICKLY!

BANG!!!

YAAH!!!

TO
SHANDALAR,
MY LEGIONS--
AWAY FROM THIS
INFERNAL
HEAT!

SOME
DEMONS
YOU
TURNED OUT
TO BE!

YOU'RE
JUST NASTY
PEOPLE WITH
TENTACLES AND
HORNS--

--AND I BEAT
YOU, WITH A
WHIPPOORWILL
TO SPARE!

Fyndhorn.

KOLBJORN,
DISA... YOUR
DAUGHTER
LIVES.

PRAISE
BE!

BUT KAYSA
SEEMS A MERE
SHADOW OF
HERSELF...

A SMALL
PRICE,
COUNCILOR.

I'D LIKE TO
MEET THIS
JAEUHL...
HE'S THE
REAL HERO.

WE CAN
ARRANGE
IT.

THE WHEEL
HAS TURNED
AT LAST, KAYSA--
YOU AND YOURS
CAN ONLY MOVE
ON TO GREATER
DESTINIES.

The End

ICY MANIPULATIONS

ADDRESS ALL LETTERS TO:

ICY MANIPULATIONS
Jeof Vita - Asst. Editor
c/o ACCLAIM COMICS
275 Seventh Avenue
New York, N.Y. 10001

As the bitter cold of the Ice Age draws to a close, we bid a fond farewell to the noble denizens of Terisiare, and the kingdom of Kjeldor. If you've enjoyed the adventures of our heroes—or villains—as much as we enjoyed bringing them to you, keep a steadfast watch for the following series:

- Of course, the Carthalion family saga continues in *The Shadow Mage and Wayfarer* miniseries. (Several of you have pointed out with glee that the origin of arch-villain Ravidel was revealed in issue #2 of this magi Kudos!)

- The Planeswalker Kristina teaches Jared about the five colors of magic in *Wayfarer*.

- Taysir's origin is revealed in *Arabian Nights*, coming this August.

- Both Kristina and Taysir will appear in this October's spectacular *Homelands* prestige format release.

- Finally, Leshrac, Faralyn, Lim-Dûl, and the ever-loving Tevesh Szat (catch his origin in *Fallen Empires* #1 and #2?), will attempt to conquer Shandalar in this November's two-issue miniseries of the same name.

Now, before we go, we would like to thank all of you for writing in. We received a lot of great letters, but only one of you can win. So without further ado, the entire Armada team proudly presents the winning letter for *Ice Age* on the *World of Magic: The Gathering*.

Dear Jeof,

Kudos on the new *Ice Age* #1, and on becoming the main man in charge of its "Icy Manipulations" column. Of all the people I know who play Magic—about 50—I am the only one who has read the novels at all, let alone eagerly waiting to discover the potentially rich background of

Dominia! Some people bought the novels, but only to get the cards through the books' coupons. I thoroughly enjoyed the first three novels and am looking forward to all of the rest.

Hopefully, more Magic players will actually READ the comic book series, and discover that in addition to gaming, there is a comic book side to Magic. Also, avid comic book readers may discover the worlds of Dominia! Surely Wizards of the Coast gave the card artists some hint of the kind of fantasy universe Dominia is, so that the card artwork is not only appropriate, but also built around certain common themes.

Anyway, back to *Ice Age* #1:

Your staff of four artists is off to a terrific start in giving us our first glimpse of Dominaria. Even after five pretty thorough and critical readings, I am still discovering more and more details in all aspects of the artwork. (I am a fiber and fabric artist, so I am already more than normally inquisitive about artistic detail.) I especially liked the artists' rendition of the spells!

The story begins at a natural spot in the *Ice Age* timeline. What got the travelers off to their journey to begin with. As usual, the book ended too soon. The spells and duels and stuff were all perfectly matched to imaginative game play, as Magic fans would expect it to be.

Wizards of the Coast has announced recently that an *Encyclopedia of Magic* is in the works. I hope they include a pronunciation guide (like the one you included in issue #2) to help those of us who need it to communicate well with one another.

Shawn Carnes' *Seer Analysis* column is not only a great concept, but a necessary addition to the comic. Readers new to Magic will get a good handle on what the game's about, and I'll bet it's

entertaining to those who already play. I am assuming that the creatures, spells, etc., in the *Ice Age* series correspond to the same in the *Ice Age* expansion deck. The one character I absolutely assumed would be in the comic book would be the Bone Shaman—as per the card that came with the comic—and yet the closest we seem to have gotten was Oriel the Shaman. Anyway...clearly, Shawn is a true Magic player guru and the inclusion of his column is a must!

Last but not least, the artists, writer, letterers, and editor. The artwork is fabulous, Jeff Gomez's story is clear and well-written, the lettering fun and easily legible. Could you please consider doing a column on a featured artist?

Keep up the great work!

Elizabeth Kipp

Duelist Convocation Member #5574

Lawrence, KS

Your wish is our will, Ms. Kipp!

ARTIST PROFILES

JEFF GOMEZ

"It's been the thrill of a lifetime!" laughs Jeff, when asked about his experience writing the *Ice Age* series. "Less than eighteen months ago, I was buying *Ninjak* off the rack like any other Valiant fan. Today, I'm heading up Acclaim Comics' Armada line, and writing fantasy epics that are scoring in the Top 20!"

An adventure gamer since high school, Jeff has been running his "Mothnar" and "The City Knights" campaigns since 1979. He published *Gateways*, a gaming magazine that anticipated the crossover appeal of role-playing games, comic books, and movies. He came to Valiant Comics as an editorial assistant last year, and somehow figured out that a *Magic: The Gathering* comic

book might be a good idea. His gaming smarts, and passion for Richard Garfield's catchy trading card game, convinced the folks at Wizards of the Coast that they could trust the people at Valiant (by then called Acclaim Comics) to realize their vision. In a few short months, the Armada line was born, and Magic comics could be spotted right next to *Ninjak* on the stands.

"When John Tynes told me that I could actually impact Dominaria history, and turn the Ice Age around in issue #4, I almost freaked!" says Jeff. "It showed me that John had faith in what we're doing here at Armada. WotC really wants us to push the limits of what we can do in an 'official' Magic comic book series, with strong characters and important stories...and the way-cool spell combos are an added bonus!"

Jeff has also written Magic: The Gathering — The Shadow Mage, and co-written Fallen Empires on the World of M:TG with WotC's own Kevin Maples. He'll be writing this summer's Wayfarer series, and you'll feel his editorial influence over the rest of the Magic line in the months to come. This fall, another dream of his may well be fulfilled with the delayed—but still highly anticipated—publication of his creator-owned supernatural-punk miniseries...*The City Knights*!

RAFAEL KAYANAN

A ten-year veteran in the comics medium, Rafael is best known for his beautiful pencils on Marvel's Conan, The Adventurer. Rafael has also handled Firestorm and, most recently, inking chores on Vertigo's Chiaroscuro, the Life and Times of Leonardo DaVinci. Since joining Acclaim Comics for Ice Age on the World of Magic: The Gathering, Rafael has continued to develop his unique visual style to the worlds of Dominia—and is now considered one of the pre-eminent artists in the business.

"I've enjoyed introducing Magic: The Gathering players, who haven't necessarily read comics on a regular basis, to the series," says Rafael on his chilly tenure with Armada. "I've loved playing in the Ice Age universe,

and I hope the fans will enjoy comparing the actual cards with the artwork in the books."

RODNEY RAMOS

The somewhat daunting task of capturing the essence of Rafael's pencils with ink has fallen to industry veteran, Rodney Ramos. Rodney's finesse with the brush has made him an Armada Magic staple, and you'll find his work on both the Fallen Empires and Arabian Nights miniseries. "Magic has been the job of a lifetime—I've really had a great time with it," says Rodney. "Just give me MORE!"

ERIC HOPE

"It was great finally working on a project with Rafael Kayanan—we both went to the same art school in Florida—and it's been fun working with Rodney, who I've been teamed with on and off over the past two years," says Hope, a Native American resident of Woodstock, New York, who used a combination of Doc Martin watercolor dyes and air-brush for the series. "The series helped me to expand on my style. From this point on, everything I do will conform to the high standard of painting I set for myself with this series."

CHARLES VESS

Renowned fantasy artist Charles Vess lent his hand to grace the Ice Age covers with his renditions of our heroes, villains, and monsters as they interact on the mythical world of Dominaria. Charles' distinct style has been seen in comics, novels, and theater.

Charles has worked for a multitude of companies in his career. His critically acclaimed run on DC's Swamp Thing was preceded by such works as The Horns of Elfland for Archival Press, The Raven Banner for Marvel Comics, as well as the Hugo Award-Winning "Midsummer Night's Dream" issue of Vertigo's Sandman series.

ADAM NIEDZWIECKI

Letterer Adam Niedzwiecki applies his specialized skills to the comics pages, rounding out the

Armada creative team. "Working on the Magic comics has been fun and at the same time, very challenging," says Niedzwiecki. "I had to learn a whole new, calligraphic font to give the Magic books a different feel from the traditional hero comics. It's been a great ride so far!" Adam's talents can also be seen in Acclaim's *Turok*, *Dinosaur Hunter*.

SHARON MITCHELL

Armada editor Jeff Gomez quickly realized that there was a bit more to Acclaim's proofreader than initially met the eye. Active with the Society for Creative Anachronism, Sharon Mitchell's background proved helpful in giving the language and history of the stories a specific air. "M:TG has combined several of the things I love most in the world," says Sharon. "Fantasy, the pageantry and chivalry of the Middle Ages, and the kind of visual sweep you'd expect to see in a movie, not a comic book. Most of all, it's inspired a number of incredibly strong stories, with compelling characters you can root for, like those we've watched struggle to survive and finally vanquish the Ice Age. I firmly believe these series are destined to become classics."

SPELL UPDATE

A handful of spells listed in our stories, or by Shawn Carnes have been revised or updated by Wizards of the Coast. The following spells are listed by their original names, and then by the names you'll find on the released Ice Age cards:

Ice Age #1: The Kodiak Bear becomes the *Balduvian Bear*; the Bow of the Nordic Warrior becomes the *Fyndhorn Bow*; Shield of the Ice Prince becomes *Shield of the Ages*; and Staff of the Ice Lords becomes *Staff of the Ages*.

Ice Age #2: Katabatic Winds becomes *Freyalise's Winds*.

Ice Age #3: Terror becomes *Dark Banishing*; and Covenant of Fire becomes *Fire Covenant*.

At press time, the M:TG Ice Age expansion finally been released!

Seer Analysis

By Shawn
F. Carnes

Hello once again, planeswalkers! This time around we'll be looking into Ice Age #4, and what an Ice Age it's turning out to be! The story puts some final resolution to some major elements that have been building since the very first issue. Also, two mega-spells have been cast (one by Tevesh Szat, and the other by Freyalise), and although it's doubtful anyone will be using them in ordinary Magic: The Gathering game play, the spells sure are worth examining! So, without further delay, let's get to the action!

All the way back on the splash page, Tevesh Szat summons a **Priest of Yawgmoth**. In game terms, the Priest is a creature with the ability to turn artifacts into Black mana. Szat wants the Priest to consecrate an enormous cache of artifacts and relics to Phyrexia (a nasty place—check out the upcoming Antiquities War miniseries for more info). The trade-off, again in game terms, is the backlash of Black mana that Szat receives.

In turn, Szat intends to pump the mana into the surrounding glaciers and tundra—this being artistic license for the equivalent of an **Iceberg** card. In the Ice Age expansion, Iceberg is an enchantment which costs two Blue mana and X, where X is any number of mana you choose. X also represents the number of counters on your Iceberg card, each representing one colorless mana.

In essence, Tevesh Szat (who, we've seen, is handy with both Black and Blue magic), is attempting to create a tremendous reservoir of mana! As we soon discover, this will force the icebergs, glaciers and other frozen waste around Soldev to grow and grow, throwing the realm into a perpetual Ice Age, and killing everyone off, once and for all!

To counter this, Freyalise is doing two things, one of which is creating her own mega-spell. Taking Kristina's advice, and combining spells in a unique way, Freyalise starts off by casting sev-

eral **Wild Growth** spells on her surrounding **Forests**, so that each time they are tapped, they will produce an extra green mana per Wild Growth. With this in place, an **Ice Cauldron** is brought into the scheme of things. The Ice Cauldron card allows spells to be stored under it, to be summarily cast as fast effects—very handy for any sorceries you might have. Freyalise is up to something very big!

The second part of her plan involves Jaeuhl Carthalion (yes... another Carthalion!), a knight who has fallen out of favor with the powers that be. Jaeuhl is to face Tevesh Szat head-on, while Freyalise completes her mega-spell! The nature goddess secures some interesting items for Jaeuhl to use—the **Nova Pentacle** (which we saw in issue #2), the **Staff of Ages**, an artifact which allows creatures with landwalking ability to be blocked as if they didn't have it (from issue #1), the **Celestial Sword**, an artifact which gives a creature +3/+3 and buries it at the end of the turn (briefly glimpsed in issue #1). Jaeuhl must also locate the **Amulet of Quoz**, an artifact which forces either you or your opponent to ante another card—or lose the game. (It depends on a coin toss.) With these items, Jaeuhl (pronounced Jay-ull, not Jay-ool as Szat would have us think) at least stands a fighting chance.

While Jaeuhl confronts Tevesh Szat, Freyalise begins to weave her "Worldspell" by using a great trick that can be duplicated in the game! Freyalise makes use of the **Ley Druid** Kaysa by casting **Paralyze** on her. In the game, you can only untap a Paralyzed creature by spending four mana during the upkeep phase. Now, imagine at least four Wild Growths played on a Forest. During "upkeep," tapping the Forest gains five Green mana with the four Wild Growths on it. Now, the Ley Druid is tapped after Paralyze, but it can untap using four of the Green mana (any color

would work). When untapped, it can tap to use its special ability of untapping a land—a land just like the one with the Wild Growths on it. As a result, you are back where you started, with an extra Green mana in your pool. You can repeat the process forever, generating millions of Green mana!

This is how Freyalise can cast the huge **Stream of Life** that brings the world out of the Ice Age. The fact that the Stream of Life is coming from the Ice Cauldron only makes it that much quicker—quick enough to beat Tevesh Szat to the punch.

There's a lot of cool stuff happening when Jaeuhl confronts Tevesh Szat, but the one thing I want to focus on is the use of the Amulet of Quoz. In the comic, he uses it to banish Tevesh Szat; you can do the same if you ever play a game for ante! (When you play for ante, you are essentially betting your opponent a card, chosen at random, that you'll win the game.) It can be risky to play for ante, but if you are almost sure of winning, you can make use of the Amulet of Quoz to increase your rewards. The Amulet forces an opponent to ante up a second card, or quit the game...so long as the coin toss comes up in your favor.

Check these combos out! Winning tricks like these, combined with a thrilling storyline, with a satisfying ending (think Kaysa and Jaeuhl will hit it off? Hmmm!), is what Magic: The Gathering comics seem to be doing best!

Until next time, may the Ice Age never freeze you out.

Editor's Note: A free signed copy of Ice Age on the World of Magic: The Gathering #4 to the Em-eyed reader who can give us a complete list of the spells used in the duel between Jaeuhl Carthalion and Tevesh Szat! Your letters about Ice Age will be printed in Antiquities War on the World of Magic: The Gathering #1, coming this July! See you there!

COMING IN JULY

Magic: The Gathering

Special : The Nightmare #1

Enter the mysterious world of the dark steed of the swamps in this exciting one-shot special, based on one of the most rare and powerful creatures in Magic: The Gathering. Nightmares are supernatural horses occasionally bonded to wizards of Black mana. They streak angrily across the sky, leaving trails of fire in their wake.

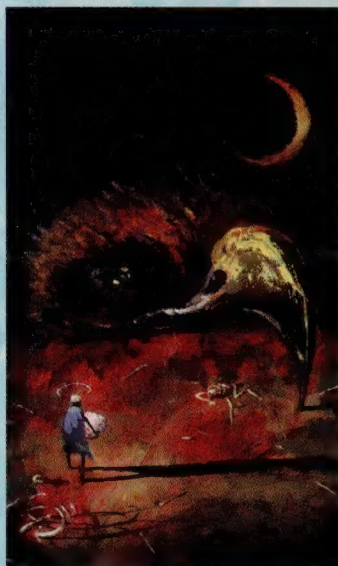
Hilary Bader, best known for her exciting and passionate episodes of *Star Trek: Deep Space 9* and *Star Trek: Voyager*, writes this darkly enchanting story, ably assisted by Valiant artists Anthony Castrillo and Anibal Rodriguez. **Featuring a spectacular new painted cover by Nightmare creator Melissa Benson!**



Antiquities War on the World of Magic: The Gathering #1

The greatest, most spectacular magical war in the history of Dominaria starts here! Based on events depicted in the Antiquities expansion of the Magic: The Gathering, we're introduced to **Urza** and **Mishra**, brothers destined for tragedy!

In this issue, we learn the story of the **Mightstone** and the **Weakstone**...and the origin of an enmity so sweeping that millions of lives were lost, and magical-mechanical monstrosities were brought forth from the fires of hatred during a war that lasted decades! Writer Jerry Prosser (*Animal Man*, *Skin Graft*, *Comics Greatest World*) lends this new series a sophisticated air, and Paul Smith makes his Armada debut. **Featuring a painted cover by George Pratt.**



Magic: The Gathering Wayfarer #1

On the world of Dominaria, a towering quest begins! Join the teenaged **Shadow Mage** Jared Carthalion as he explores the dangerous new land of Corondor. His ultimate goal—to unlock the secrets of magic, and finally become a true Planeswalker.

This issue, haunted by the revelation that his whole life was a lie, Jared stalks the plains looking for trouble—and a legendary **D'Avenant Archer** is just the one to give it to him! Also, **Kristina**, who we met in *Ice Age* #3, and who will appear in this fall's **Homelands** fully painted, prestige format comic, becomes a series regular. **Featuring a fully painted chapter revealing the secrets of White magic by Dennis Calero, and a painted cover by renowned fantasy illustrator Michael Kaluta.**



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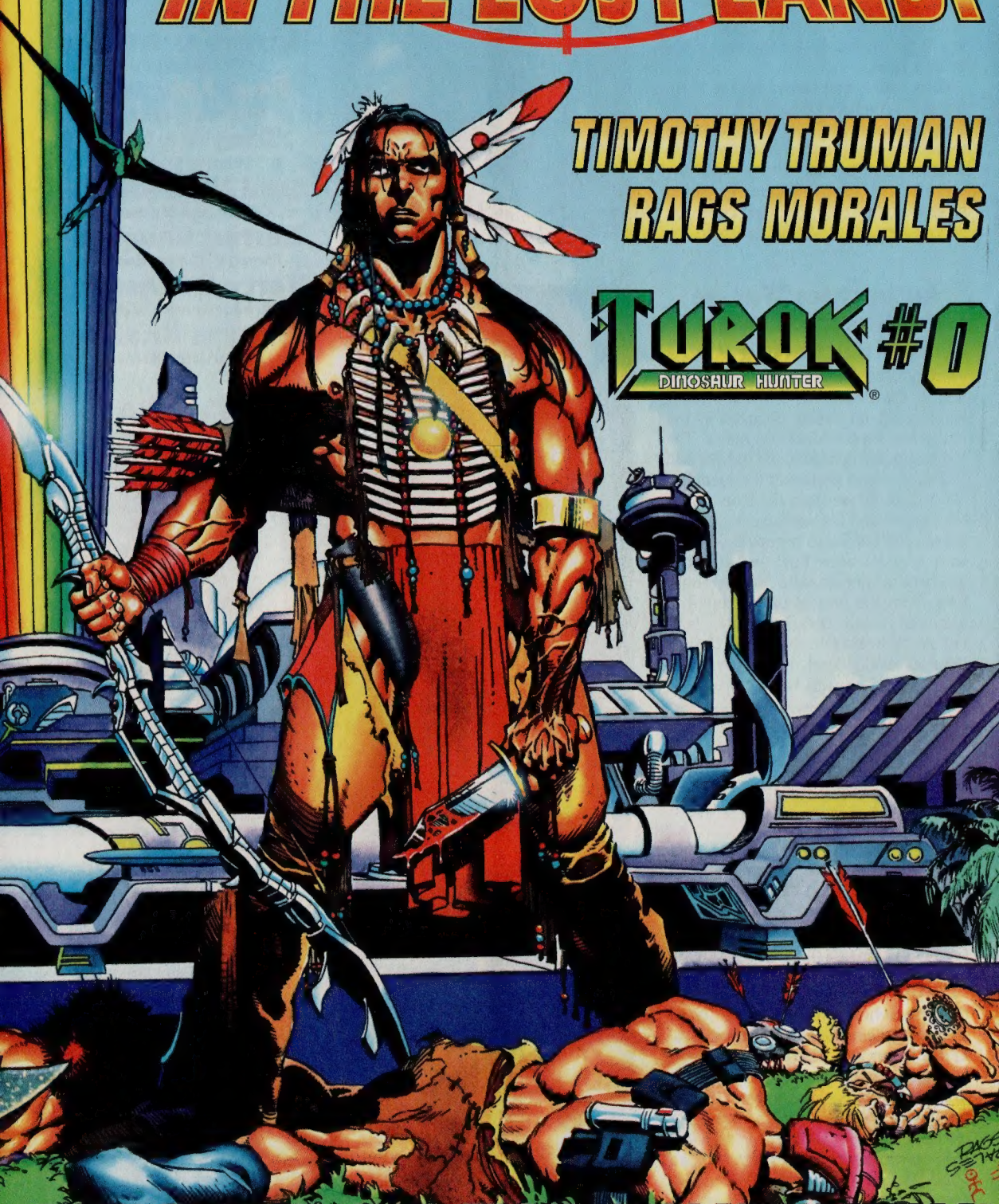
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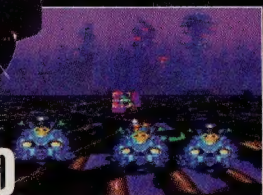


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